

TACTICAL THEMES FOR BLACK

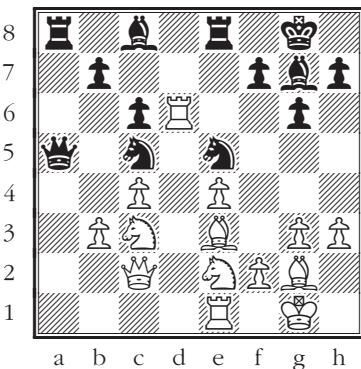
Black uses many tactical devices to remove pieces or barriers from the enemy position. There are sacrifices available all over the board, from a1 to h3. Starting with the kingside, we'll examine a bishop sac at h3, a demolition operation at f2, several ways of exploiting weaknesses on the e-file, plunking a knight at d3, exploiting the weakness at b2, and even a fine rook sacrifice at a1.

The Killer Chop at h3

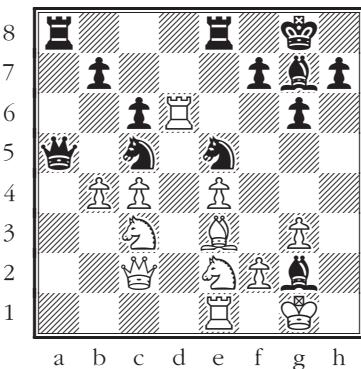
The f3-square often finds itself defended only by the bishop, and possible forks against a king at g1 and a rook at e1 or queen at d2 arise frequently. This often involves liberating the f3-square, by sacrificing a bishop at h3. Of course White can decline the sacrifice, but that often proves equally fatal.

Brants vs. Veresov

Minsk, 1956



What is especially interesting about this position is that a combination is used not to force immediate material gain, but rather to eventually obtain a winning endgame. 18...Bxh3! 19.b4. White hopes the queen will take the bait, allowing the rook to move to b1 with an attack against the queen, simultaneously escaping the fork at f3. 19.Bxh3 Nf3+ 20.Kf1 Nxe1; 21.Kxe1 Nxe4; 22.Rd3 Nxc3; 23.Nxc3 Qa1+ is all forced, and here 24.Ke2 Bh6 is clearly better for Black. 19...Bxg2!! Surprise!!



Looking at the diagram, picture the knight moving from f3 to e1 to c2. 20.Rb1. 20.bxa5 Nf3+; 21.Kxg2 Nxe1+; 22.Kf1 Nxc2; 23.Bxc5 Rxa5 and Black wins. 20...Bxe4!; 21.Nxe4 Qa4; 22.Qxa4 Nxa4; 23.Nf6+. 23.Rc1 Nb2; 24.c5 Nec4 is also bad for White.

23...Bxf6; 24.Rxf6 Nxc4. White resigned a few moves later.

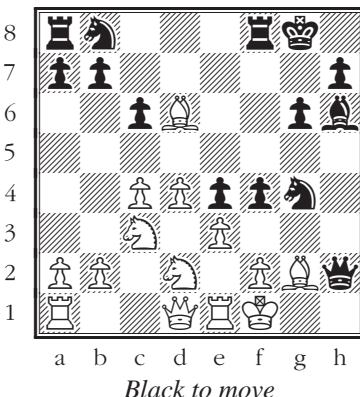
See a number of further examples in Taimanov vs. Najdorf in the Heroes chapter.

Demolition at f2

The f2-square is almost always weak. White usually defends it with a king and a rook, but sometimes the king is driven to f1, in which case the square in front of him is a landmine waiting to explode.

Zhidkov vs. Litvinov

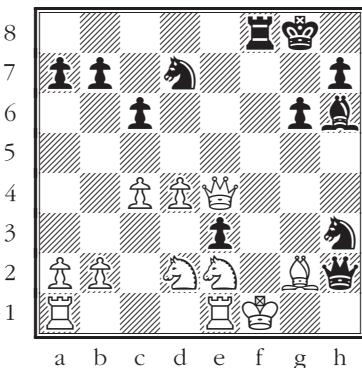
Ivano-Frankovsk, 1971



The stage is set for a checkmating ritual, but how can Black break through. The pawn at e4 is hanging, and the rook at f8 is under attack, so Black cannot waste any time. The initial move is typical in cases where there is a rook at f8 and king at f1. 17...Nxf2!!; 18.Qc2. 18.Kxf2 fxe3+; 19.Ke2 Qxg2#. 18...Nh3; 19.Ne2! 19.Ndxe4 fxe3+!; 20.Bxf8 Qg1+; 21.Ke2 Qxg2+; 22.Kd1 Nf2+; 23.Kc1 Bxf8.

Black's pawns are more than enough compensation for the exchange. 19...Nd7. This frees the rook at a8. 20.Qxe4 fxe3+; 21.Bxf8. 21.Nf3 Qxd6; 22.Bxh3 Rxf3+!; 23.Qxf3 Rf8; 24.Qxf8+ Qxf8+; 25.Kg2 Qf2+; 26.Kh1 c5; 27.Bxd7 cxd4; 28.Be6+ Kg7 will eventually win for Black, thanks to the four passed pawns.

21...Rxf8+.



White has a rook for two pawns, but the position is falling apart. 22.Nf3 Ng5; 23.Nf4 Nxf3; 24.Qe6+ Kh8; 25.Rxe3 Nxd4. **White resigned.** 26.Qxd7 Rxf4+; 27.Rf3 Nxf3; 28.Qe8+ Bf8 brings the game to a conclusion in eight moves or less.

Open e-file

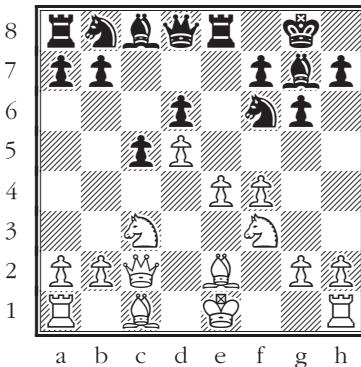
The e-file is often the highway to victory for Black. To start with, the pawn which usually sits at e4 is a target for a rook at e8, once the central exchange ...exd4 is threatened. If White should be foolish enough to leave the king in the center too long, a more direct attack is possible.

Artsukovich vs. Korchnoi

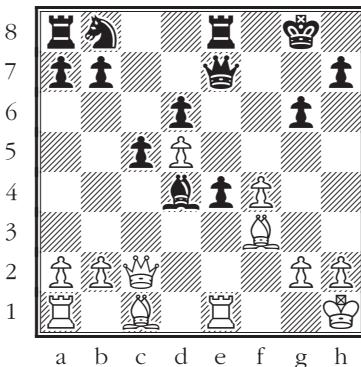
Leningrad Championship, 1953

1.d4 Nf6; 2.c4 c5; 3.d5 d6; 4.Nc3 g6; 5.e4 Bg7; 6.f4; 0-0; 7.Nf3. The game has transposed from a Benoni to a Four Pawns Attack. 7...e6; 8.Qc2. Timid plan, not often repeated.

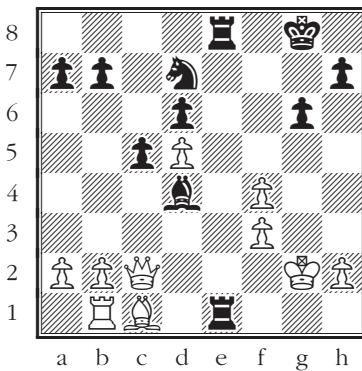
8...Re8; 9.Be2 exd5; 10.cxd5.



10...Nxe4! Black wins a pawn by this temporary sacrifice.
11.Nxe4 Bf5; 12.Nfd2 Qe7; 13.Bf3 Bxe4; 14.Nxe4 f5; 15.0–0 fxe4;
16.Re1 Bd4+; 17.Kh1.



White counted on his little counterpin to regain the pawn. He should have forgotten about that problem, as a greater one faces him now. **17...exf3!; 18.Rxe7 Rxe7; 19.gxf3 Re1+; 20.Kg2 Nd7; 21.Rb1 Rae8.**



White has a queen for rook and knight, but the pieces can't move. White should try to do nothing more than sidestep the threatened check on g2, but perhaps understandably felt uncomfortable making a king move in such a position.. 22.Bd2?; 22.Kg3 R8e2; 23.Bd2 Rxb1; 24.Qxb1 Rxd2 is even worse. 22...R8e2+; 23.Kh3 Rxd2!; 24.Qxd2 Rxb1 and Black went on to win.

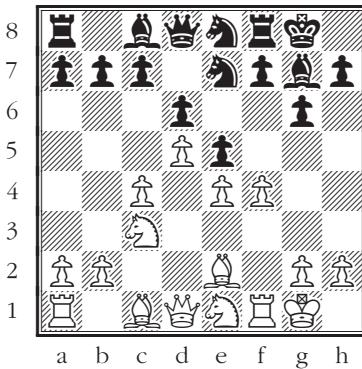
Fork at e4

The central square e4 can be used by a Black knight to attack White pieces at c5, c3, d2, f2, g3, g5, f6 and d6. It should come as no surprise, then, that forks are a common sight on this table!

Rosenthal vs. Biebinger

Youth tournament, Wolfstein, 1994

1.d4 Nf6; 2.c4 d6; 3.Nc3 g6; 4.e4 Bg7; 5.Nf3; 0-0; 6.Be2 e5; 7.0-0 Nc6; 8.d5 Ne7; 9.Ne1 Ne8; 10.f4

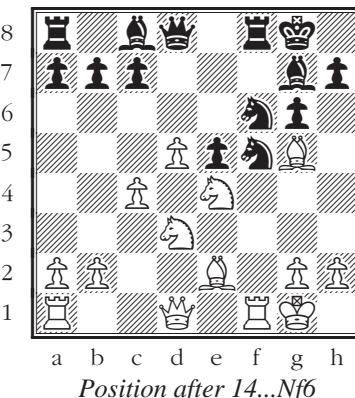


We take this opportunity to examine one of the popular variations of the Classical lines, with 9...Ne8 instead of the more common 9...Nd7.

10...f5. Black might be tempted to play this move, but had better work out the details in advance. Black needs a little help in some lines, but there are interesting possibilities. 10...exf4; 11.Bxf4 h6; 12.Nc2 and only now 12...f5!; 13.exf5 g5!; 14.Be3 Nxf5 with only Piket's 15.Qd3 Nxe3; 16.Rxf8+ Bxf8; 17.Nxe3 offering any chances for White. Nunn considers the position after 17...Bg7 as having "maybe a microscopic edge for White." It is perhaps relevant that computers like this line. Junior 5 awards it the equivalent of a pawn or more better. Black should be able to handle any problems on the light squares. The pawn structure is sterile and unlikely to lead to endgame problems.

11.Nd3?! 11.exf5 Nxf5; 12.Nf3 c6 gives Black a good game with a useful check at b6. 11.fxe5! dxe5; 12.Nd3 is the most accurate move order. Here Black might consider 12...Nd6 with pressure at f4. I don't think that White's advantage here is any more serious than in the 10...exf4 line. Nunn only considers 12...c6, which does not seem sufficient.

11...fxe4!; 12.Nxe4 Nf5. 12...c6?! may rehabilitate the variation. 13.fxe5 dxe5; 14.Bg5 Nf6. 14...Ne7; 15.Rxf8+ Kxf8; 16.Qf1+ Kg8; 17.Qf3 gives White an attack, but the position may be defensible.



15.Qd2?? An instructive error from this game between young players. It is a tactic which can apply in many variations of the

King's Indian where the bishop goes to g5.

15.Nxe5 Qe7!; 16.Nxf6+ Bxf6; 17.Bxf6 Qxf6; 18.Ng4 Qb6+; 19.Kh1 Qxb2 brings Black equal material and an even game.

15.Nxf6+ Bxf6; 16.Bxf6 Qxf6; 17.g4 is not a problem because of 17...Qg5.

15.g4! is the only move to cause serious problems. White wins a pawn on 15...Nd6 (15...Nd4; 16.Nxe5 Nxe2+; 17.Qxe2 Qe7; 18.Nxf6+ Bxf6; 19.Bxf6 Rxf6; 20.Rxf6 Qxf6; 21.Rf1) 16.Nxf6+ Bxf6; 17.Bxf6 Rxf6; 18.Nxe5 and the position after 18...Rxf1+; 19.Bxf1 Qf6; 20.Qe2 has an extra pawn for White and Black doesn't really have any compensation. After 15...Nxe4 White resigned. 16.Bxd8 Nxd2; 17.Bxc7 e4! Black keeps the extra piece, and wins at least another pawn at c4.

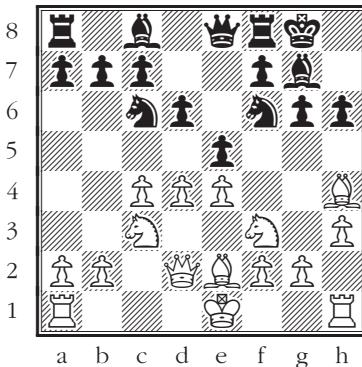
Loose e-pawn

The e-pawn may appear well-defended, but if White has a queen at d2, we've already seen what can happen if there is a forkable minor piece lying around. In this example, the tactic is a simple matter of opening up the e-file. Even correspondence players sometimes overlook a primitive threat.

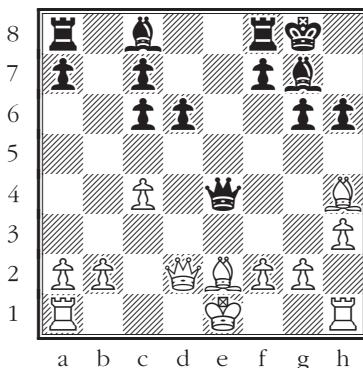
Delarge vs. Leconte

Correspondence, 1989

1.c4 Nf6; 2.Nf3 g6; 3.Nc3 Bg7; 4.d4 d6; 5.e4; 0-0; 6.Be2 e5; 7.Bg5 h6; 8.Bh4 Nc6; 9.h3 Qe8; 10.Qd2?



White misses the point of Black's last move 10.d5 would be fine. 10...exd4!; 11.Nxd4 Nxe4!; 12.Nxe4 Qxe4; 13.Nxc6 bxc6.



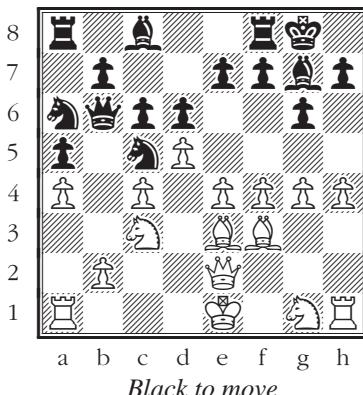
White resigned here, for good reason.

Knight check at d3

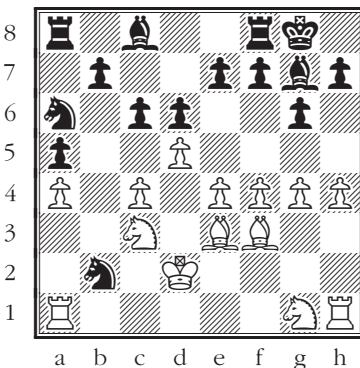
When White advances both the c-pawn and the e-pawn there is a big hole at d3 that just begs to be filled by a knight! In the present position, this tactical possibility gives rise to a combination.

Csom vs. Korchnoi

Hungary, 1965

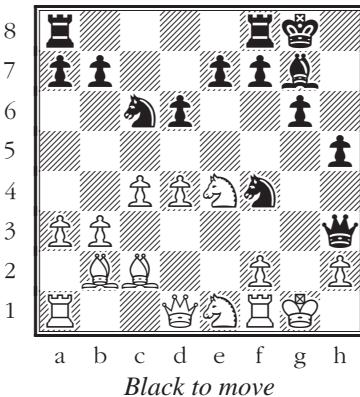


13...Qxb2!!; 14.Qxb2 Nd3+; 15.Kd2 Nxb2.



Did Black overlook something. The knight seems to be trapped! 16.Be2 Bxg4!! White resigned. After 17.Bxg4 Nxc4+; 18.Kd3 Nxe3; 19.Kxe3 Bxc3 the extra pawns are decisive.

Schlemminger vs. Sternbach Bochum, 1936



The hole at g2 and powerful knight at f4 combine to destroy White's game, with a little help from distant relatives. 17...Bxd4!!; 18.Bxd4 Nxd4; 19.Bd3. 19.Ng3 h4; 20.Bd3 Nxd3; 21.Qxd3 hxg3; 22.fxg3 e5 would also have led to a likely win for Black. 19...f5; 20.Ng3. 20.Ng5 Qh4; 21.Ngf3 Qg4+; 22.Kh1 Nxf3; 23.Qxf3 Qxf3+; 24.Nxf3 Nxd3 is hopeless for White. 20...h4; 21.Nh1?? 21.Ra2 hxg3; 22.fxg3 Qh5!; 23.Nf3 Nxf3+; 24.Rxf3 Nh3+; 25.Kg2 Ng5. The queens come off, and Black's extra pawn should be enough for a win. But White's chosen move was suicide.



21...Qg2+; 22.Nxg2 Nh3#.

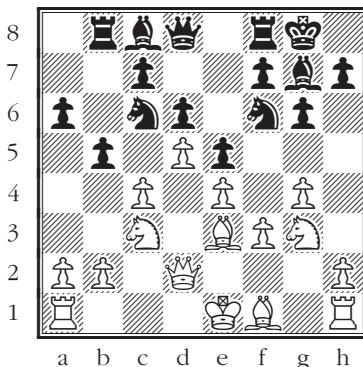
Weakness at b2

Here's a useful tip: no matter how much garbage is in the way, a pawn at b2 is weak as long as the mighty bishop lives and breathes! In the next example, c3, e5 and f6 are all occupied and it is hard to imagine that the bishop will ever reach the tasty morsel at b2, let alone the juicy rook at a1. But the hungry beast feeds soon enough!

Agarwal vs. Gufeld

Calcutta, 1992

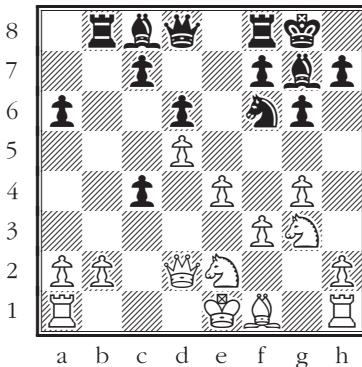
1.d4 Nf6; 2.c4 g6; 3.Nc3 Bg7; 4.e4; 0-0; 5.Be3 d6; 6.f3 Nc6; 7.Nge2 a6; 8.Qd2 Rb8; 9.g4 b5; 10.Ng3 e5; 11.d5.



Although it isn't obvious, White's b-pawn is very weak. All it takes is a few open lines, and White's game falls apart!

11...Nd4!; 12.Bxd4. Notice how the weakness at f3 limits White's options. 12...exd4; 13.Nce2 d3! Simple deflection. Get the queen out of the way and then get to work!

14.Qxd3 bxc4; 15.Qd2.



Now, how do I get to b2? 15...Nxd4!! That's the ticket!

16.fxg4 Rxb2; 17.Qf4. Now it is time for another little sacrifice. 17...Rxe2+; 18.Bxe2 Bxa1; 19.Bxc4 Bc3+; 20.Kf2 Be5; 21.Qf3 Qh4; 22.Be2 f5 Soon the rook will join the fun, so it was time for my opponent to give up, and he did.

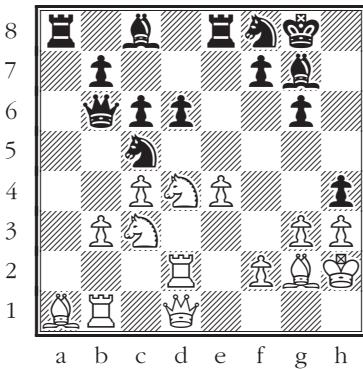
Bronstein's Rook Sac at a1

When White has a bishop at a1, as is sometimes seen when White adopts a double-fianchetto, Black can get mediaeval on the dark squares by sacrificing a rook for the essential defender. David Bronstein provided two stunning examples of this tactic. Amazingly, they were played in the same event, against two different opponents, in the 4th and 6th rounds!

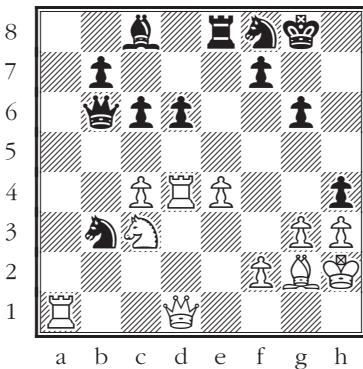
Pachman vs. Bronstein

Moscow vs. Prague Match (4th round), 1946

1.d4 Nf6; 2.c4 d6; 3.Nc3 e5; 4.Nf3 Nbd7; 5.g3 g6; 6.Bg2 Bg7; 7.0-0 0-0; 8.b3 Re8; 9.e4 exd4; 10.Nxd4 Nc5; 11.Re1 a5; 12.Bb2 a4; 13.Rc1 c6; 14.Ba1 axb3; 15.axb3 Qb6; 16.h3 Nfd7; 17.Rb1 Nf8; 18.Kh2 h5; 19.Re2 h4; 20.Rd2.



Here it comes! 20...Rxa1!!; 21.Rxa1 Bxd4; 22.Rxd4 Nxb3.



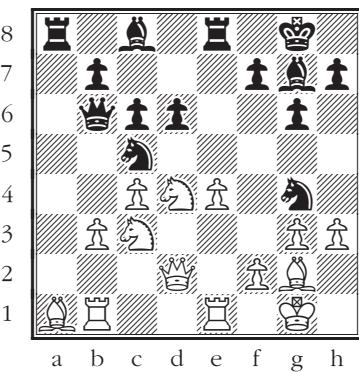
White's game is falling apart. The rook should retreat to d2, yielding to the enemy knight, rather than leave f2 without protection. 23.Rxd6?! 23.Rd2 Nxd2; 24.Qxd2 hxg3+; 25.fxg3 Qc5; 26.Bf1 Nd7 followed by ...Ne5 should eventually win for Black.

23...Qxf2; 24.Ra2 Qxg3+; 25.Kh1 Qxc3. Black has a pair of knights and a pair of pawns for the rook, and the rest is just mopping up. 26.Ra3 Bxh3!; 27.Rxb3 Bxg2+; 28.Kxg2 Qxc4. Four pawns for the exchange!

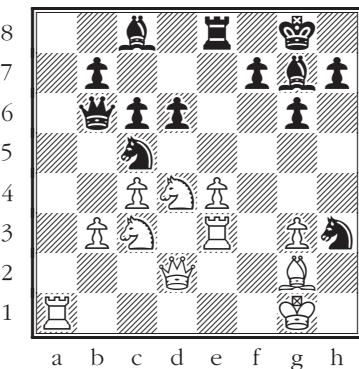
29.Rd4 Qe6; 30.Rxb7 Ra8; 31.Qe2 h3+. White resigned.

Zita vs. BronsteinMoscow vs. Prague Match 6th round), 1946

1.d4 Nf6; 2.c4 g6; 3.g3 Bg7; 4.Bg2 0–0; 5.Nc3 d6; 6.Nf3 Nbd7; 7.0–0 e5; 8.e4 c6; 9.b3 Re8; 10.Bb2 exd4; 11.Nxd4 Qb6; 12.Qd2? Correct is 12.Na4! where 12...Qc7; 13.Qc2 is perhaps marginally better for White. 12...Nc5; 13.Rfe1 a5; 14.Rab1 a4; 15.Ba1 axb3; 16.axb3 Ng4; 17.h3.



Perhaps White thought that the knight would retreat. That's not Bronstein's style! 17...Rxa1!!; 18.Rxa1 Nxf2!! Once the dark-squared bishop is gone, the devastation on the dark squares begins. 19.Re3. 19.Qxf2 runs into a fork on 19...Nd3; 19.Kxf2 allows a different fork with 19...Nxb3. 19...Nxh3+.



20.Kh2. On 20.Bxh3 Bxh3 and Black has extra pawns, while White has to worry about all those pieces on the dark squares!

20...Nf2; 21.Rf3 Ncxe4; 22.Qf4. 22.Nxe4 Nxe4 and another piece falls. 22...Ng4+. White could have resigned here. 23.Kh1 f5; 24.Nxe4 Rxe4; 25.Qxd6 Rxd4; 26.Qb8 Rd8; 27.Ra8 Be5; 28.Qa7 Qb4; 29.Qg1 Qf8; 30.Bh3 Qh6. White resigned.

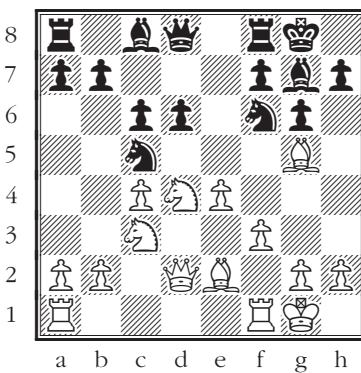
Transition to Winning Endgame

To make the most of the King's Indian Defense, you need to know your bishop endgames. Against the Maroczy Bind pawn structure (c4, e4 with no d-pawn) you will find your light-squared bishop, or even a knight, to be a more formidable weapon than the enemy light-squared bishop, which is hemmed in by the pawns.

Adamski vs. Geller

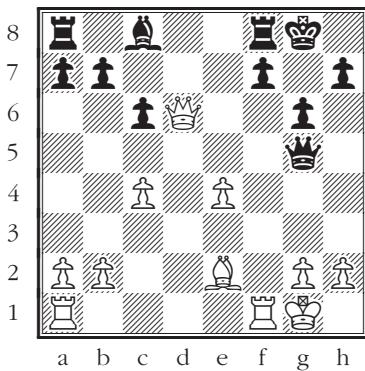
Lugano Olympiad, 1968

1.d4 Nf6; 2.c4 g6; 3.Nc3 Bg7; 4.e4 d6; 5.Be2; 0-0; 6.Bg5 Nbd7; 7.Qd2 e5; 8.Nf3 c6; 9.0-0 exd4; 10.Nxd4 Nc5; 11.f3 .



This trap is so easy to miss that two players blundered into it in the same tournament! Two rounds later, Holm fell for it. 11...Nfxe4!; 12.Nxe4. 12.Bxd8 Nxd2 shows the power of the bishop in full force. The knight at d4 hangs with check, while the rook at f1 and bishop at d8 are both under attack.

12...Nxe4; 13.fxe4 Bxd4+; 14.Qxd4 Qxg5; 15.Qxd6.



The carnage is complete. White is very weak on the e-file. 15...Qe3+; 16.Rf2 Be6; 17.Qf4 Qxf4; 18.Rxf4 Rad8; 19.Bf1 Rd4; 20.Rc1 Rfd8 Black's superior activity and better bishop proved decisive. 21.Rf2 Rxe4; 22.b4 Red4; 23.a4 Rd1; 24.Rfc2 R8d2; 25.a5 Kf8; 26.b5 c5; 27.Rxd2 Rxc1; 28.Kf2 Ke7. White resigned.

TACTICAL THEMES FOR WHITE

White has powerful weapons, too. The fianchetto position is not immune to attacks by tactical means. A knight can profitably use light squares such as d5, f5 and h5 even as a sacrifice. An invading Black queen on the queenside can be lured into a trap from which it cannot escape. The ultra-solid pawn at d6 can find its support wither away until it becomes a weakling. You'll see examples of these themes in the following games.

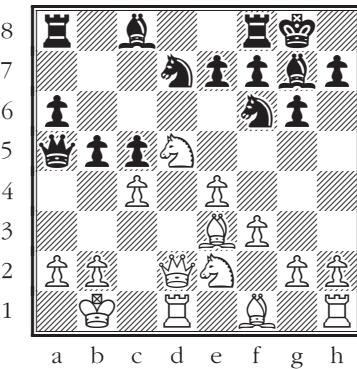
Central Knight Leap

In the King's Indian Defense no great effort is made to control d5. That task is pretty much left to the knight at f6. The smart player of the White pieces will make good use of the square, unless it is occupied by a pawn.

Zamikhovsky vs. Nyezhmetdinov

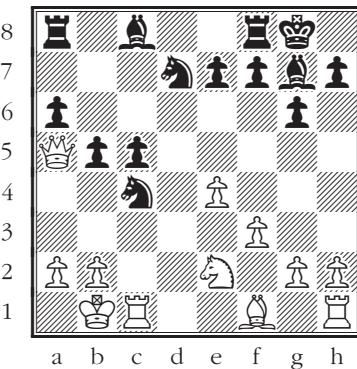
Kharkov, 1956

1.d4 Nf6; 2.c4 g6; 3.Nc3 Bg7; 4.e4 d6; 5.f3; 0–0; 6.Be3 Nbd7; 7.Qd2 c5; 8.Nge2 a6; 9.0–0–0 Qa5; 10.dxc5 dxc5; 11.Kb1 b5; 12.Nd5.



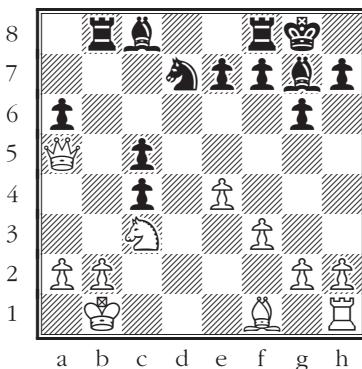
White has malicious intent on the kingside. This move is a form of the knight leap trap, because if Black captures the queen then White wins a pawn by capturing at e7 with check before recapturing the queen. Therefore the retreat of the queen to d8 would seem to be indicated. Nyezhmetdinov chooses to seize the initiative instead, even at the cost of material.

12...Nxd5!!; 13.Qxa5 Nxe3; 14.Rc1 Nxc4.

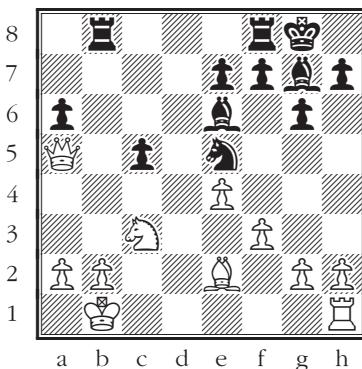


Black has a powerful bishop, an attacking knight, and an extra pawn for the queen. More important, however, is the attack on the queen, which maintains the initiative. 15.Rxc4?! Probably

best. By returning an exchange, White smashes the pawn structure and blunts the initiative. 15...bxc4; 16.Nc3 Rb8!



Black sets up some threats. The White queen cannot move because then the knight at c3 falls, because the b-pawn is pinned. White's last move, and next move, are necessary to get development going. 17.Bxc4 Ne5! The attack on the bishop at c4 regains the initiative. 18.Be2 Be6.



The bishop moves into position to attack via c4.

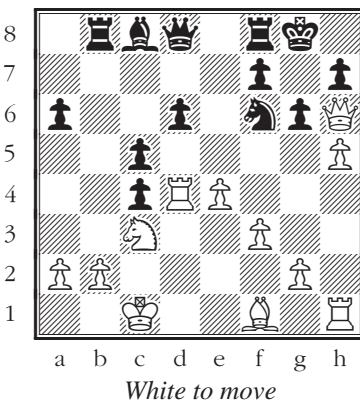
19.Rd1 Bc4. This move keeps the initiative, but results in a draw. Commentators have suggested that there was a more effective plan, but I am not sure it holds up under scrutiny. 19...Nc6 is the suggested improvement. The idea is that ...Nb4 will be very strong. The capture at c5 was dismissed as suicidal, but is it? 20.Qxc5 Nb4; 21.e5 cuts off the bishop. Again the initiative is

preserved with an attack on the queen. 21...Rfc8 t; 22.Qe3 Bf5+; 23.Ne4 Bxe5; 24.b3 Nc2; 25.Qc1. Here Black could repeat the position with 25...Nd4; 26.Qe3 Nc2 etc., or maybe even try for more with the complicated 25...Bd6!? 25...Be6; 26.Qxc2 Rxc2; 27.Kxc2 Bxh2; 28.Bxa6 Ra8.

20.Rd2 Nc6; 21.Qa3 Be6; 22.Qxc5 Nb4; 23.a3 Rfc8; 24.Qxc8+ Rxc8; 25.axb4. Drawn.

Kindtner vs. Hubert

Correspondence, 1987



Black's pieces lie helpless on the back rank while White attacks vigorously on the kingside. The rook is hanging at d4, but White is not concerned about it. Getting the knight into the game is more important.

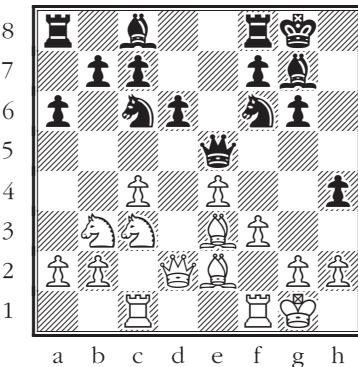
16.Nd5!! cxd4; 17.hxg6 fxg6; 18.Nxf6+ Kf7; 19.Nxh7 Rh8; 20.Rh4! Black resigned. White is temporarily down the exchange but is going to win a lot of material in the next few moves.

The next game displays the classic fianchetto mate, one of the standard methods of assassinating the Black king.

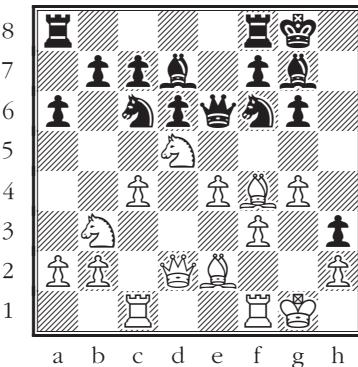
Bogoljubow vs. Grob

Dresden, 1936

1.d4 Nf6; 2.Nf3 g6; 3.c4 Bg7; 4.Nc3; 0-0; 5.e4 d6; 6.Be2 e5; 7.0-0 exd4; 8.Nxd4 Qe8; 9.f3 a6; 10.Be3 Nc6; 11.Qd2 h5; 12.Rac1 Qe5; 13.Nb3 h4.



An attack which is not supported by pieces cannot succeed. Black's h-pawn wanders down the board with no effect. 14.Bg5 h3; 15.g4! The kingside will remain closed. There is nothing to be gained by sacrificing at g4. 15...Bd7; 16.Bf4 Qe6; 17.Nd5!



The potent knight attacks c7, but the control of g6 is equally important. 17...Rac8; 18.Bh6 Bxh6; 19.Qxh6 a5. Black may as well play on the queenside, as the kingside is hopeless. 20.Rc3 a4; 21.f4! There is no need to worry about the knight at b3.

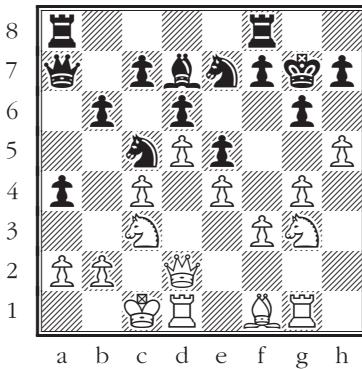
21...Nh5; 22.gxh5 axb3; 23.f5! Nd4; 24.f6 and Black resigned after 24...Nxe2+; 25.Kf2.

Flank Knight Leap

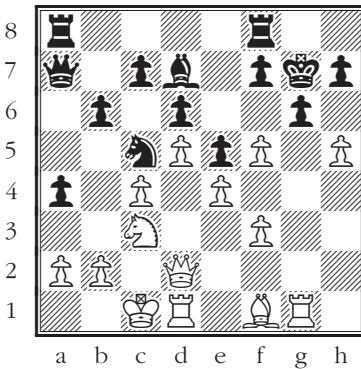
Menchik vs. Thomas

London, 1932

1.d4 Nf6; 2.c4 g6; 3.Nc3 Bg7; 4.e4 d6; 5.f3; 0-0; 6.Be3 e5; 7.Nge2 b6; 8.Qd2 Nc6; 9.d5 Nd7; 10.g4 Ne7; 11.Rg1 a5; 12.0-0-0 Nc5; 13.Ng3 Bd7; 14.h4 a4?; 15.h5 Qb8?; 16.Bh6 Qa7; 17.Bxg7 Kxg7.

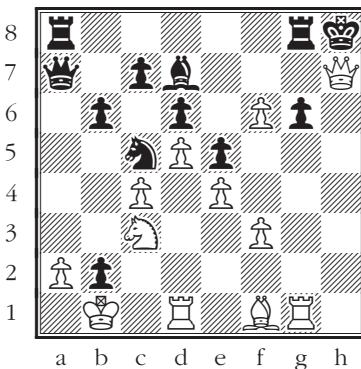


Menchik the Women's World Champion, adopts the strategy seen more often in the Spanish Game. Black's position does look like a Ruy Lopez, and Thomas suffers the fate of the Spanish Inquisition. 18.Nf5+! Nxf5. 18...gxf5; 19.gxf5+ (19.Qg5+ Kh8; 20.Qf6+ Kg8; 21.h6+ followed by 22.Qg7#) 19...Ng6 (19...Kh8; 20.Qg5) 20.f6+ and White wins. Or 18...Bxf5; 19.gxf5 Nd7; 20.Bh3 Nf6; 21.hxg6 hxg6; 22.fxg6 fxg6; 23.Bf5 comes full circle. The occupation of f5 gives White a decisive advantage. 19.gxf5.



19...a3. 19...f6; 20.hxg6 h6; 21.Rh1 Rh8; 22.Be2 will win in the end. 20.f6+ Kh8. 20...Kxf6 only temporarily occupies that square. The White queen will muscle her way in and take over. 21.Qg5+ Kg7; 22.h6+ Kg8; 23.Qf6.

21.Qh6 axb2+; 22.Kb1 Rg8; 23.hxg6 fxg6; 24.Qxh7+.

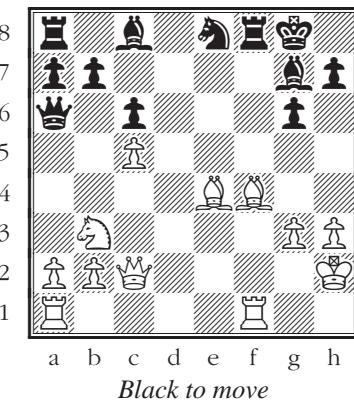


Black resigned, facing mate on the h-file.

Trapped Queen

When the Black queen is deployed on the queenside, she can find herself trapped in a small space. Sometimes, there is no escape.

Polyakova vs. Lundina
49th Russian Women's Championship, Moscow, 1999



20...Nf6?? 20...Be6 would have solved all Black's problems. 21.Bd3 Qa4! Black has a good game. 21.Bd3 Qa4; 22.Bd6! The threat of Rf4 is overpowering. 22...Re8; 23.Rf4. Black resigned.

Sometimes the queen needs to be forced to a position where she can be attacked more efficiently. A typical tactic is a pawn sacrifice at b4, which is especially effective when it forks the queen and a piece at c5.

Hernandez vs Rantanen
Skopje Olympiad, 1972

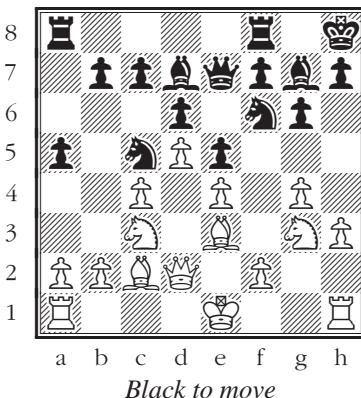


Black's knights are on useful blockading squares and the game seems quiet. However, White can lure the Black queen to b4, where it is quickly surrounded. 15.b4!! Qxb4; 16.Nc6 Qa3; 17.Nb1 Qa4; 18.Qb2+ e5; 19.Nc3 Nf4; 20.Nxa4. Black resigned.

Weakness at d6

Sometimes our pawn at d6 is irrelevant, and can be sacrificed. Most of the time, however, it plays an important role in the defense of c5 or e5. Since Black usually advances both the e-pawn and c-pawn at some point, the pawn at d6 can become vulnerable and is an easy target.

Sotnikov vs. Nedochetov Briansk Team Championship 1995



14...c6?; 15.g5 Ne8; 16.h4 Nc7? allows White to exploit the weakness at d6. 17.Bxc5! cxd5; 18.cxd5. Black resigned.